

# Nikolay Gachev

## Visual Effects Supervisor

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## Profile

Visual Effects Supervisor with 20+ years' experience delivering feature films, episodic TV, and commercials. Proven success managing budgets of up to \$3M, supervising teams of 80+ artists, and coordinating 900+ VFX shots per project across multiple vendors worldwide. Skilled at bridging the gap between filmmakers and post-production, providing on-set problem-solving, and ensuring delivery of complex sequences on time and within budget.

Credits include *The Expendables* franchise, *The Legend of Hercules*, *The Protégé*, *Hunter Killer* and *London Has Fallen*.

## Core Competencies

- VFX script breakdown, shot planning & technical design, previz/postviz design and supervision
- Budgeting & cost control (pre-production & post-production) – managed budgets up to \$3+ million
- Team leadership & mentoring (led teams of up to 80)
- On-set supervision: real-time problem solving, MoCap and plate shooting direction, set surveying, HDRI and other tech data capture
- Vendor & multi-studio collaboration across up to 12 vendors
- Production pipeline optimisation & asset management
- Software: Autodesk Maya, Massive, Foundry Nuke, Adobe Photoshop and Illustrator, Autodesk Flow Production Tracking (ShotGrid), DaVinci Resolve/Fusion, Unreal Engine

## Professional Experience

### Freelance VFX Supervisor — Aug 2024–Present

Production and On-Set VFX Supervisor for Lucky Strike (feature, in postproduction) - Oct. 2024 - Apr. 2025.

- Designed VFX strategy with the director and producers, from pre-production through final delivery.
- Supervised on-set VFX shoots, data capture, and technical setups, solving issues in real time to keep production on schedule.
- Oversaw deliverables from vendor to ensure consistency and shot quality across sequences.

### Worldwide FX (WWFX), Sofia — Apr 2001–Jul 2024

Roles: 3D Artist → In-House VFX Supervisor → On-Set & Production VFX Supervisor

- Supervised VFX on over 40 feature films and TV series including *The Protégé*, *Memory*, *The Expendables* franchise, *The Legend of Hercules*, *Olympus Has Fallen*, *London Has Fallen*, and *Hunter Killer*.
- Created shot breakdowns and VFX solutions that balanced creative goals with budget and schedule.
- Directed on-set VFX work - plate shoots, mocap, HDRI, and full set data capture - while solving real-time production challenges to avoid delays.

## Professional Experience (cont.)

- Managed budgets up to \$3M, teams of 80+ artists, and coordinated delivery of up to 900+ shots per project across multiple vendors.
- Developed previz and postviz sequences, technical bids, and vendor packages to support storytelling and production planning.
- Built and scaled in-house teams for both pre- and post-production, improving delivery timelines and consistency across studios.
- Worked closely with directors, producers, and executives from pre-production through DI, ensuring creative intent was met.
- Mentored junior artists and coordinators, keeping teams motivated and communication clear under tight deadlines.

## Selected Credits (Highlights)

- **The Protégé (2021)** — Led 50+ artists across 4 vendors; oversaw 390+ shots delivered on schedule.
- **Memory (2022)** — Directed all VFX from previs to DI delivery. Led 20+ artists across 2 vendors; oversaw 350+ shots delivered on schedule. Ensured seamless delivery for studio execs.
- **London Has Fallen (2016)** — Supervised complex destruction sequences; directed data capture across multiple sets.
- **The Legend of Hercules (2013)** — Directed all VFX from previs to DI delivery; coordinated with the producers and director to maintain director's creative vision within the budget and under tight timelines. Supervised 900+ VFX shots with a blended team of in-house and outsourced vendors; integrated multi-vendor workflows.
- **The Expendables 2 & 3 (2012, 2014)** — Coordinated large-scale action sequences, green screen setups, and heavy CG integration across multiple shooting locations; supervised on-set data acquisition.
- **Hunter Killer (2018)** — Designed water/underwater animation and simulation pipelines.

**Earlier credits (2002–2011):** Conan the Barbarian, The Expendables, The Fourth Kind, Rambo, Automata, Survivor, Bullet Head, Mechanic: Resurrection.

(Full list available on [IMDb](#).)

## Employment History

### Freelance

*August 2024 - present*

- Production VFX Supervisor and on-set supervisor for Lucky Strike (Oct. 2024 - Apr. 2025)
- On-set VFX Supervisor for Xbox Ex-Boxer Commercial (Aug. 2025)

### Worldwide FX - Sofia, Bulgaria

*April 2001 - July 2024*

3D Artist, In-House VFX Supervisor, On-Set VFX Supervisor and Production VFX Supervisor with experience on over 50 projects, including feature films, TV shows, and commercials.

## Education

*University of Gabrovo (Bulgaria)*

Master Degree in Computing and Automation